MB ELECTRONICS MILTON BRADLEY

AGES
10-ADULT
FOR
1 TO 4 PLAYERS

INSTRUCTION BOOKLET

OMNI™

ENTERTAINMENT SYSTEM

CAUTION—ELECTRICALLY OPERATED PRODUCT

NOT RECOMMENDED FOR CHILDREN UNDER 10 YEARS OF AGE. AS WITH ALL ELECTRIC PRODUCTS, PRECAUTIONS SHOULD BE OBSERVED DURING HANDLING AND USE TO PREVENT ELECTRIC SHOCK.

117V 60HZ 15WATTS ACONLY

NOTE TO PARENTS:

Please read these instructions carefully and explain to your children how to safely operate and care for Omni. Also, you should periodically inspect Omni and plug-in adapter for any damage. If damage is found, Omni should not be used until repaired. Caution, use only the adapter provided with Omni to operate Omni.

WHAT IS OMNI?

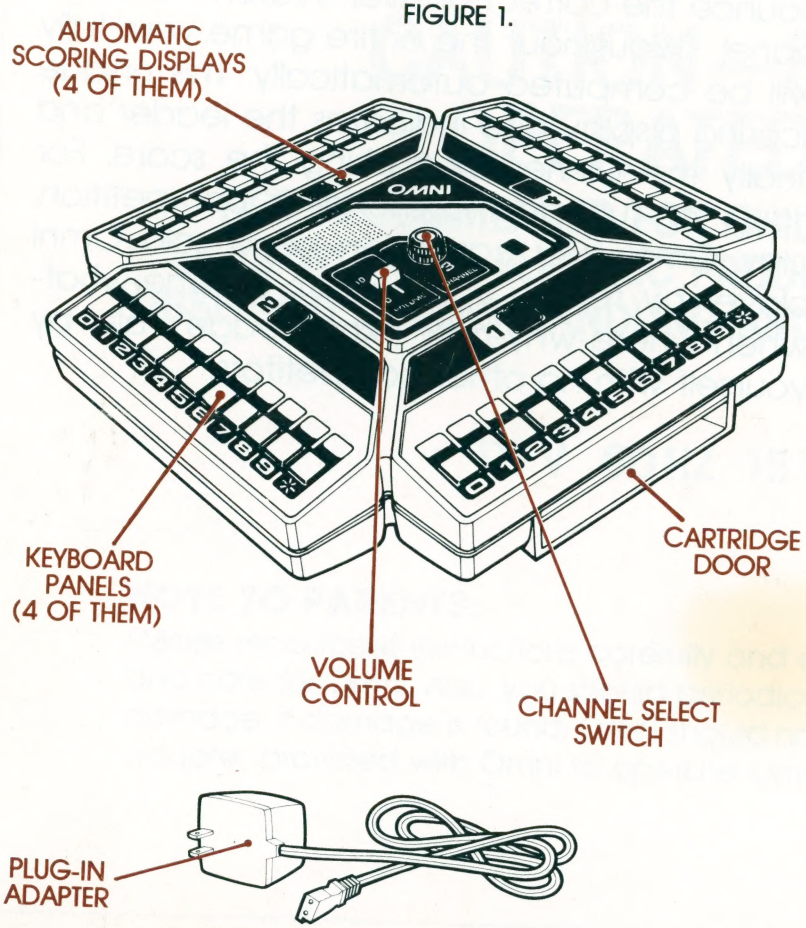
Omni is the exciting electronic multigame system with its own recorded emcee. Just insert the 8-track programmed game cartridge into the electronic computer console and listen to your recorded host speak and challenge you and your friends to play a variety of fun-filled games. Here's how to play . . .insert the cartridge in the console. The emcee will ask you and your friends a question or give you a game clue or cue. You type in what you think is the correct response on your keyboard. The emcee will then announce the correct answer. Watch the score panel. Throughout the entire game your tally will be computed automatically. This unique scoring display also indicates the leader and finally the winner by flashing the score. For hours of fun and challenging competition, play Omni. You can even be a solo Omni player by testing your wealth of who-what-when-where-why-how knowledge all by yourself with no other competitors!

CONTENTS:

- 1 electronic computer console
- 1 full-length Variety Programmed Game Cartridge with 4 different games
- 1 plug-in adapter
- 1 instruction booklet

TAKE A LOOK AT OMNI'S FEATURES

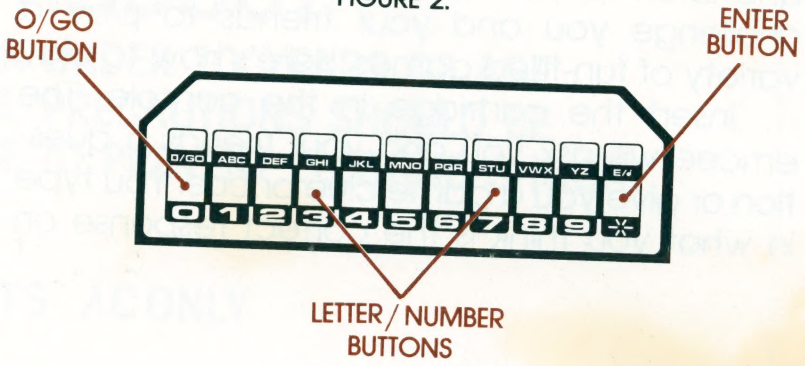
FIGURE 1.



4 KEYBOARD PANELS AND THEIR BUTTONS:

Each player is assigned a keyboard and postioned at it during game play. By pressing certain buttons on the keyboard, a player types in answers to Omni's challenging questions. Take a look at the closeup illustration of the keyboard panel in Figure 2. and see a brief description of the buttons, below.

FIGURE 2.



The Letter and Number Buttons. The letter buttons are 9 in number, shown on the keyboard panel from A to Z. The number buttons are 10 in number, shown on the keyboard panel from 0 to 9. Both the letter and number buttons are **answer buttons** and are pressed to answer the 3 types of Omni questions: True or False, Multiple Choice or Fill-In. Pressing the answer buttons is called **typing in an answer.**

The O/GO Button. This button at the far left side of the keyboard panel has two functions: a prompting button; an answer button.

Prompting Button. . . O/GO is pressed after you have typed in your answer and it has been scored and answered by Omni. By pressing the O/GO button you will prompt the emcee to ask you another question (only one player needs to press the prompting button, it is not necessary for all players to do so). **IMPORTANT,** not all the Programmed Game Cartridges make use of the prompting button. Check the individual instructions for each game to see if it is used.

Answer Button. . . as you can see from Figure 2., the O/GO button is also O number button. So it is pressed any time your answer demands a zero numeral response. For example, if the numeral 10 is your answer, press Button "1" for the 1 digit and Button O/GO for the O digit.

The E/♪ Button. This button at the far right side of the keyboard panel is called the ENTER button. The ENTER button is used in **two** important ways: first, it is pressed to "Sign In" a player and activate his or her keyboard; second, the ENTER button is pressed to lock in a typed answer so that Omni can record and score it.

IMPORTANT–PLEASE PRESS ALL BUTTONS FIRMLY SO OMNI CAN CORRECTLY COMPUTE YOUR ANSWERS. ALSO, BE CAREFUL WHEN TYPING IN YOUR ANSWER TO PRESS ONLY ONE BUTTON AT A TIME.

CHANNEL SELECT SWITCH:

This switch is turned to channel 1, 2, 3 or 4 to select one of the four games on the Variety Programmed Game Cartridge. Channel 1 is a sports quiz, Channel 2 is a movie or tv trivia quiz, Channel 3 is a fast-action, general knowledge quiz and Channel 4 is a music quiz. The Channel Select Switch is also used in the other Programmed Game Cartridges to choose a particular channel to play. . .for each cartridge has 4 channels, and each channel has 20 minutes of taped questions. **IMPORTANT:** if you change channels with the Channel Select Switch during a game, your score for that game is erased.

VOLUME CONTROL:

The listening level you desire is chosen by pushing the Volume Control up or down. 1 is the softest, 10 is the loudest.

CARTRIDGE DOOR:

It is the opening where the Programmed Game Cartridge is inserted. Once the cartridge is inserted into the console through the Cartridge Door, Omni is "ON" operating power. Omni is turned "OFF" when the cartridge is removed from the console through the Cartridge Door. There is no ON/OFF switch on the console.

4 AUTOMATIC SCORING DISPLAYS:

These are the 4 scoring windows, each one located above a keyboard panel. Throughout the game, your score is computed automatically and appears as a digital display in your scoring window.

THE HOW TO'S OF GAME PREPARATION AND GAME PLAY

GAME PREPARATION:

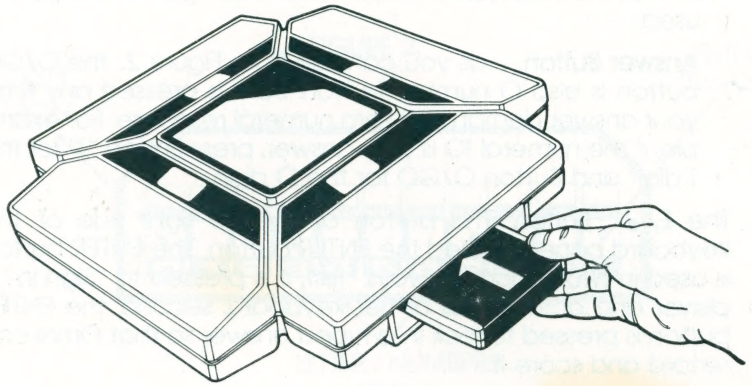
1. Before you plug Omni in, take a good look at the adapter. Make sure its casing is not damaged, its cord not frayed and its prongs not bent, broken or loose. Then check the two-prong unit of the console. . .make sure its prongs are not bent or broken. If any damage is noticeable, do not use Omni until it is repaired.
2. Plug in adapter to the Omni console making sure the socket of the adapter is fitted firmly into the two-prong unit of the console. Then plug in the adapter into any 120 volt, AC household wall socket. **CAUTION:** the adapter should not be left plugged into the wall socket when Omni is not in play. Always unplug the adapter from the wall socket when you are finished playing.
3. Place Omni console on a sturdy, flat surface so the 4 keyboards are easily accessible to all players. Position every player at a keyboard.

HOW TO PLAY THE GAME:

The following rules are common to all 4 games on the Variety Programmed Game Cartridge, any exceptions are noted.

1. Choose the game you wish to play by turning the Channel Select Switch to either Channel 1, 2, 3 or 4. In the Variety Programmed Game Cartridge, Channel 1 is Pat Summerall's Sports Quiz, Channel 2 is Vincent Price's Movie/TV Trivia, Channel 3 is Re•Action™ Quiz and Channel 4 is Music Quiz.
2. Remove the plastic end cap from the cartridge. Insert the cartridge into the cartridge door of the console making sure it goes in label-side up and exposed tape-side in first. See Figure 3., for proper insertion of cartridge.

FIGURE 3.



Omni **may signal** you with intermittent beeping at this point. This is perfectly normal.

PLEASE NOTE: when the cartridge is inserted properly into the console, flashing double zeros will appear in all 4 scoring windows. This signal says Omni is "ON" operating power. The flashing double zeros also signal you to "Sign In" (there will be a short wait for the flashing double zeros to appear after the cartridge is inserted. . .this delay is perfectly normal).

3. **HOW TO SIGN IN:** "Signing In" is necessary to tell Omni exactly how many people are playing and what keyboards are going to be used. Each player must sign himself or herself in. Here's how to "Sign In"...

   A. Press the ENTER (E/♪) at the far right side of your keyboard (see Figure 2., for position of button).

   B. Check the scoring window above your keyboard panel. If the double zeros are **no** longer flashing, you are "Signed In".

   C. After every one who is playing has "Signed In", the Automatic Scoring Displays for any unused keyboards will deactivate, turn dark and not compute any scores.

   IMPORTANT: once one player has "Signed In", all other players must do the same quickly by pressing their ENTER buttons within 5 seconds. Waiting too long will deactivate your Automatic Scoring Display. If, by chance, your scoring window does become deactivated, simply remove the cartridges from the console, reinsert it and have all the players "Sign In" again.

4. **OMNI'S QUESTIONS AND HOW TO ANSWER THEM:** Omni's recorded emcee is now ready to ask you a question or give you a game clue or cue. The questions are always asked in one of 3 forms. Here are the question forms and how you should react to them...

   True or False. When a True or False question is asked, you respond by pressing either letter button "T" (also known as number button "7") for a True answer or letter button "F" (also known as number button "2") for a False answer.

   Multiple Choice. A Multiple Choice question occurs when the emcee asks a question and gives you 3 or 4 possible answers for it. Each one of the answers is announced with a number label...either 1, 2, 3 or 4. Pick the one answer you think is correct by pressing the number button on your keyboard that corresponds to your answer choice's number label. For example, press number button "2" (also known as letter button "DEF") if your answer choice was announced with a number 2 label.

   Fill-In. A fill-in question requires that you type out the answer on the keyboard by spelling out the entire word on the letter buttons of your keyboard. Such answers are usually short replies. **Be careful,** incorrect spelling of an answer will discount it! Here's an example of a fill-in response...if your answer is the word FUN, then spell it out on the keyboard by pressing letter button "F" (also known as number button "2"), then letter button "U" (also known as number button "7") and finally letter button "N" (also known as number button "5").

PLEASE NOTE: as soon as a question is asked, the double zeros will disappear and two dashes will appear in your scoring window indicating that your keyboard is ready to accept your answer (sometimes the two dashes will appear while Omni is asking a question, too). **Always** wait until the two dashes appear in your scoring window before typing in your answer. **Notice** when typing in your answer double zeros will flash on in your scoring window indicating that Omni is accepting your answer!

VERY IMPORTANT–YOU'LL DISCOVER THAT OMNI IS VERY POLITE AND VERY PRECISE, FOR OMNI NEVER BEGINS A QUESTION IN MID-SENTENCE OR MID-PHRASE. YOU WILL ALWAYS BE ASKED A COMPLETE QUESTION. ANY DELAYS IN OMNI'S QUESTIONING OCCUR BECAUSE OMNI IS SEARCHING OUT A COMPLETE QUESTION TO GIVE YOU!

5. After you type in your answer, press the ENTER button to lock it in so Omni can record it and score it. **IMPORTANT:** if you choose not to answer a question or take a guess at it, you **must** still be sure to press your ENTER button after the question is asked, for if any player forgets to do so, Omni will cease to play on. . .Omni will not compute scores nor give you the correct answer.

OMNI THINKS GUESSING IS LOTS OF FUN! SO EVEN IF YOU DON'T KNOW THE ANSWER, JUST TYPE IN A WILD GUESS. WHO KNOWS? MAYBE YOU'LL BE CORRECT! PLUS THERE IS NO PENALTY FOR INCORRECT ANSWERS WHEN PLAYING ANY OF THE 4 GAMES ON THE VARIETY PROGRAMMED GAME CARTRIDGE.

6. **AUTOMATIC SCORING: only correct answers** are awarded point values by Omni. After you type in an answer, if it is a correct answer the following will happen after all players have responded.

   A. Omni will assign a point value to your answer depending upon what game you are playing and how fast you typed in your answer (the first answer typed in, if it is correct, wins the most points. . .see "Scoring For The Variety Programmed Game Cartridge" on page 10 for more details).

   B. The point value for your first correct answer is your score and is displayed in your scoring window.

   C. Point values for succeeding correct answers are added automatically to your present score by Omni. This running tally is displayed in your scoring window.

IMPORTANT: if your **answer is incorrect,** your present score in your scoring window will remain unchanged for incorrect answers in the Variety Programmed Game Cartridge are neither rewarded nor penalized (this is not the case in other cartridges. . .please check individual instructions for other cartridges about scoring).

7. **THE CORRECT ANSWER:** as soon as your score is digitally displayed in your scoring window, the recorded emcee will announce the correct answer.

8. **PRESSING THE O/GO BUTTON:** to prompt Omni to ask you another question, press O/GO button. Only one player has to press this button to start up the game action, again. **EXCEPTION:** the prompting button does not have to be pressed when playing Re•Action Quiz for Omni announces the questions very quickly, without hesitation, one right after the other in this game!

9. **FLASHING THE SCORING WINDOW:** several times during a game, Omni will flash the digital displays in the scoring window of the player who is leading and has the highest score. This score-flashing is accompanied by a verbal congratulatory message from Omni.

10. **BEEPING:** throughout the game, Omni will beep intermittently to signal you to press the O/GO prompt button for another question and to warn you that it is still "ON" and in operation. Remember, in order to turn Omni "OFF", you must remove the Programmed Game Cartridge from the console.

HOW TO WIN THE GAME:

Every game is made up of **20 questions. . .**and there are several 20-question games on each of the 4 channels. When the 20th question of a game is asked, answered and scored, Omni will verbally congratulate the winner then flash his or her digital display in the scoring window several times and beep several times to announce that the game is over.

To play another 20-question game, press the O/GO button, wait until the flashing double zeros appear in the 4 scoring windows, then "Sign In" and play as above!

THE HOW TO'S OF SCORING

SCORING FOR THE VARIETY PROGRAMMED GAME CARTRIDGE

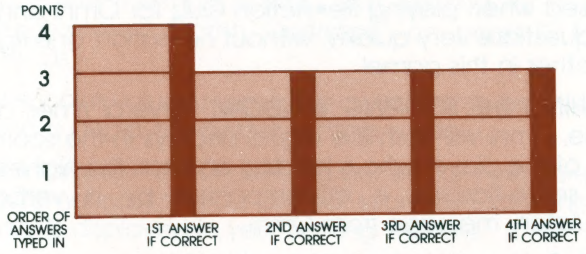
Two elements determine the scoring for the 4 games on the Variety Programmed Game Cartridge. They are **accuracy and speed.** For in all of the games, **the first answer typed in, if correct, scores the most points.** This accuracy/speed scoring rule does not apply for all of the other 12 Programmed Game Cartridges available (sold separately). Refer to the individual instructions for these 12 cartridges for playing and scoring information.

See the following charts for the scoring patterns and point values of the 4 games on the Variety Programmed Game Cartridge. Two important rules are common to all. . .

1. Remember, the first answer typed in, if correct, scores the most points.
2. And the first player to type in an answer is always determined by which player depresses the first button of the answer the quickest on his or her keyboard.

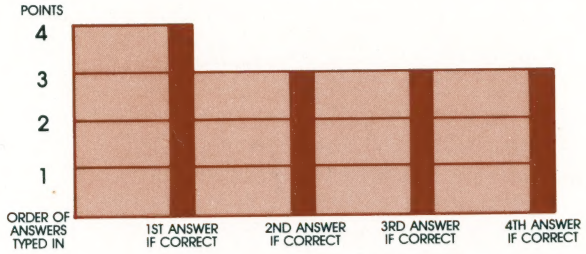
Pat Summerall's Sports Quiz on Channel 1

A game that tests your sports I.Q. on everything from basketball to badminton. Only correct answers receive points. Incorrect answers receive **no** points and no other penalty. The first answer typed in, if correct, is awarded 4 points. All other subsequent correct answers are awarded 3 points. See grid, below.



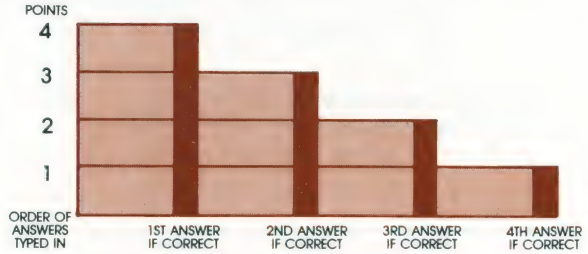
Vincent Price's Movie/TV Trivia on Channel 2

You'll love the challenging questions about filmland and televisionland in this game. Only correct answers receive points. Incorrect answers receive **no** points and no other penalty. The first answer typed in, if correct, is awarded 4 points. All other subsequent correct answers are awarded 3 points. See grid, below.



Re•Action™ Quiz on Channel 3

It's a general knowledge quiz that demands rapid-fire response from you. Of the 4 games on the Variety Programmed Game Cartridge, Re•Action™ Quiz is the only one that **does not** require that you press the O/GO prompting button to cue the emcee to ask you another question. Everyone's responses must be extra quick in this game. Of course, as in other games, the first answer typed in, if correct, gets the most points. Only correct answers receive points. Incorrect answers receive **no** points and no other penalty. The first answer typed in, if correct, is awarded 4 points; the second answer typed in, if correct, is awarded 3 points; the third answer typed in, if correct, is awarded 2 points; the fourth answer typed in, if correct, is awarded 1 point. See grid, below.

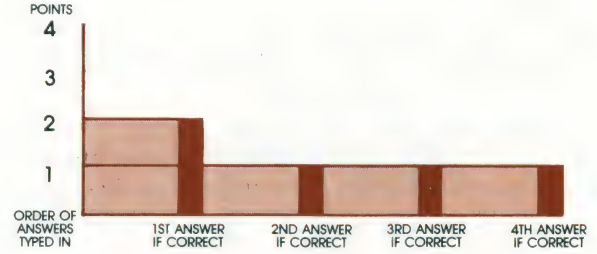


Music Quiz on Channel 4

There are two types of questions on this cartridge: the Non-Song Playing questions in which your knowledge of Broadway shows and stars, popular musicians and more is tested; and Song Playing questions in which you listen to music and guess the song title. These two types of questions are scored differently, see grids, following, for details. Correct answers for both types of questions receive points; incorrect answers for both types of questions receive **no** points and no other penalty.

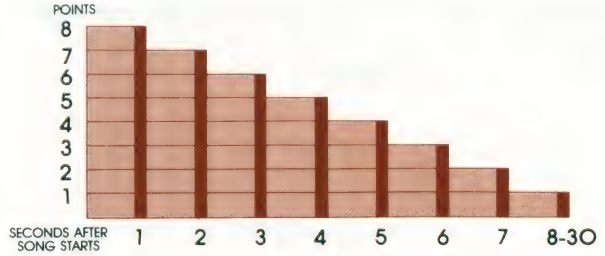
Non-Song Playing questions

The first answer typed in, if correct, is awarded 2 points. All other subsequent correct answers are awarded 1 point.



Song Playing questions

Listen to a few notes of a song and guess its title by typing in the name of the song or a word of its title on your keyboard. If you correctly identify the title after listening to the fewest number of notes played, then you'll score the most points. After 7 seconds have elapsed, all correct answers receive 1 point. . .after 30 seconds, O points. See the grid, below:



ALL ABOUT OMNI

SOME IMPORTANT THINGS YOU SHOULD KNOW ABOUT OMNI

Below are a few interesting facts about Omni, some were already mentioned in the game play instructions but are repeated here for emphasis!

1. Omni is very versatile. . .it may be used as an 8-track tape player. To do this, insert any 8-track tape cartridge into the cartridge door of the console and press the ENTER button and hold it down until you hear the audio part of your tape begin.
2. If during game play, the emcee's voice becomes inaudible or if you hear two voices at once or if you hear a long, loud chirping sound, pull the cartridge out of the cartridge door and reinsert it into the console again to start a new game.
3. Do not hold the **ENTER** button down when inserting a game cartridge. It will cause loud digital signals to sound through the speaker.
4. Once you type in an answer, even if you do not "ENTER" it, there is **no way to clear it** and retype another answer. Once you type in an answer you must take the consequences of your action.
5. When you change channels in the middle of a game, all the scoring displayed in the windows is erased. To start a new game, you must "Sign In" again.
6. Only one player has to press the O/GO prompting button to activate the emcee to ask a question.
7. Do not wait for the emcee to finish asking a question if you know the correct answer. Quickly type in your response, for in most games, the fastest and most accurate player scores the most points. You **must** wait until two dashes appear in your scoring window, however, before you can type in your answer.
8. The **fastest** player to answer is determined by which player depresses the first button of the answer on his or her keyboard first. The fastest player **is not** determined by the first player to finish typing in an answer and pressing the ENTER button!
9. Do not attempt to play your Omni Programmed Game cartridge in a conventional 8-track tape player.

HOW TO CARE FOR OMNI

THE CARE AND MAINTENANCE OF THE OMNI CONSOLE AND 8-TRACK TAPE CARTRIDGES

GET THE MAXIMUM OPERATING EFFICIENCY WITH A MINIMUM OF CARE

HOW TO CARE FOR THE CONSOLE:

Three parts of the console must be cleaned regularly (we suggest after every 10 hours of play) to keep them free from a residue caused by friction. The three parts to be cleaned are the **tape head, the capstan and the scrubber pad.** All can be cleaned without disassembling the console. Just unplug the console from the wall socket. Then push open Omni's Cartridge Door and hold it open with your finger for complete access to the parts that must be cleaned. Then do the following:

To clean the tape head and capstan:

1. Refer to their location in Figure 4.
2. Slightly moisten a cotton swab with alcohol or a commercial tape head cleaning fluid. **Be careful** to use only a soft cotton swab. Sharp objects inserted through the Cartridge Door could scratch the tape head and capstan.
3. Softly stroke the tape head and the capstan clean with the swab.

Cautions:

A. be careful **not** to let excess alcohol run down the capstan into the drive bearings.

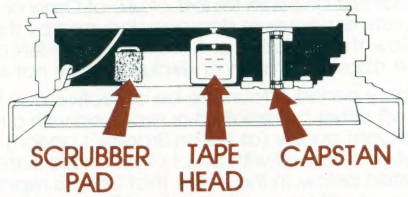
B. be sure to use different swabs to clean the capstan and tape head for oils picked off the capstan could damage the protective coating of the tape head.

C. be sure to let the alcohol dry for several minutes before inserting the cartridge.

To clean the scrubber pad:

1. Refer to its location in Figure 4., below.
2. Brush the pad clean with a dry cotton swab (no alcohol on it).

FIGURE 4.



HOW TO CARE FOR THE CARTRIDGE:

The Variety Programmed Game Cartridge included with the Omni console and the other 12 Programmed Game Cartridges that are sold separately are all 8-track tapes designed to be tough, self-contained units that can withstand many hours of play. You can help them last longer by doing the following:

1. Do not expose the cartridges to extreme hot or cold (temperatures exceeding 120°F or below 32°F). If a cartridge has been exposed to a cold atmosphere, allow it to warm up at normal room temperature for 25 to 30 minutes before playing it.
2. Do not expose the cartridges to strong magnetic fields. Never place them near electric motors, loudspeakers, TV sets, radios or other electrical appliances as erasure or distortion of the recording may occur.
3. Store each cartridge in its own packing and box making sure its plastic end cap is reattached.
4. Do not expose the cartridges to excessive humidity.

90 DAY LIMITED WARRANTY ON OMNI

Electronic Omni is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials.

This warranty is void if Omni has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of Omni or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, Omni will either be repaired or replaced with a reconditioned product of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that Omni is replaced, the warranty on the replacement will be continued for 90 days. Make sure you return both the Omni console and its plug-in adapter.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your product or replace it with a reconditioned Omni on the condition that you return your product, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of $20.00. Milton Bradley shall not be obligated to perform this service if Omni has been abused, misused, improperly serviced or damaged due to accident. Make sure you return both the Omni console and its plug-in adapter.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE
BE SURE TO RETURN BOTH THE OMNI CONSOLE AND ITS PLUG-IN ADAPTER

If the original packaging is available, repack Omni in its packing and box. If not available, wrap carefully, making sure to surround the product with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in $20.00 and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address.

Milton Bradley Company
Attn: Electronic Quality Control
'Building 104-A, Lincoln Street/Federal Square
Springfield, MA 01105

This toy has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information.

If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet helpful:

"How to Identify and Resolve Radio-TV Interference Problems."
This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402

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